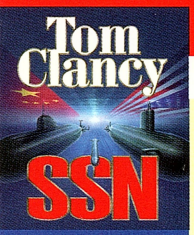


Keyboard Command Summary

PROPULSION CONTROLS

~ (tilde) . . . . . .All Stop
1 . . . . . .One Third
2 . . . . . .Two Thirds
3 . . . . . .Full
4 . . . . . .Flank
R . . . . . .Reverse
+ (plus) . . . . . .Increase speed by 1 knot
– (minus) . . . . . .Decrease speed by 1 knot

NAVIGATION CONTROLS

Left Arrow (or **4** on numeric keypad) . . . . . .Left rudder
Right Arrow (or **6** on numeric keypad) . . . . . .Right rudder
Up Arrow (or **8** on numeric keypad) . . . . . .Bow planes down (dive)
Down Arrow (or **2** on numeric keypad) . . .Bow planes up (surface)
Enter (or **5** on numeric keypad) . . .Center rudder and bow planes
W . . . . . .Proceed to the next waypoint

BALLAST CONTROLS

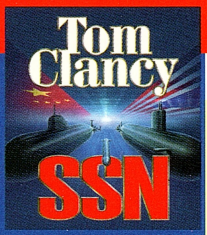
Insert . . . . . .Empty tanks (release ballast / surface)
Page Up . . . . . .Flood tanks (add ballast / dive)
Home . . . . . .Set neutral ballast
E . . . . . .Emergency blow

MULTIFUNCTION DISPLAY CONTROLS

< (less than) . . . . . .Previous MFD panel
> (greater than) . . . . . .Next MFD panel

TORPEDO PANEL CONTROLS

Space Bar . . . . . .Fire torpedo in current tube
[(left bracket) . . . . . .Select previous tube
] (right bracket) . . . . . .Select next tube
; (semi-colon) . . . . . .Change weapon type (Mk 48 / MOSS)
‘ (apostrophe) . . . .Change weapon pattern (Fast/Stealth/Unguided)
D . . . . . .Detonate targeted friendly torpedo
C . . . . . .Release countermeasures



Keyboard Command Summary

DAMAGE PANEL CONTROLS

[(left bracket) . . . . Focus repair crew's efforts on previous area of submarine

] (right bracket) . . . . . Focus repair crew's efforts on next area of submarine

VLS PANEL CONTROLS

V . . . . . Launch Tomahawk missiles

COMMUNICATIONS PANEL CONTROLS

[(left bracket) . . . . . Scroll to the previous message

] (right bracket) . . . . . Scroll to the next message

TACTICAL DISPLAY AND SONAR CONTROLS

A . . . . . Toggle active sonar on and off

S . . . . . Cycle through tactical scales

Tab . . . . . Target next submarine or surface vessel

Shift + Tab . . . . . Target previous submarine or surface vessel

Q . . . . . Target next contact of any type

Shift + Q . . . . . Target previous contact of any type

T . . . . . Target nearest enemy submarine or surface vessel

H . . . . . Toggle crosshair on and off

CAMERA CONTROLS

Delete . . . . . Orbit to the left (look right)

End . . . . . Center camera behind submarine

Page Down . . . . . Orbit to the right (look left)

P . . . . . Raise and lower periscope

MISCELLANEOUS CONTROLS

F1 . . . . . Display a keyboard command summary

F12 . . . . . While in simulation, take a snapshot of your screen and save it to the *SSN* directory

PAUSE AND QUIT CONTROLS

Pause / Break . . . . . Pause (**Pause/Break** to restart)

Esc . . . . . Abort mission (**Y** to confirm, **N** to continue mission)